# Senior Gameplay Programmer - [Assassin's Creed: Codename INVICTUS]

## Montreal - Full-time - 744000063805341

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**What You'll Do:**

- Analyze and understand game design documents in order to define the required features and gameplay systems that need to be developed in the engine.

- Review existing engine features and assess their suitability for the project's design intentions; if necessary, define how to adapt them to meet the game's needs effectively.

- Anticipate potential game design changes and ensure that your implementation of gameplay systems can easily accommodate those changes.

- Propose improvements as needed by designing and implementing new systems or modifying existing ones.

- Collaborate with Programmers from other disciplines, Game Designers, Level Designers, and Animators to discuss constraints and determine the technical possibilities for various gameplay features.

- Ensure that the implementation of controls and gameplay systems delivers the player experience envisioned by the game design team.

- Work with other departments to develop tools that allow them to tweak gameplay efficiently.

- Support the gameplay systems and features throughout the production lifecycle.

**What You Bring to the Team:**

- Bachelor's degree in Computer Science, Computer Engineering, or an equivalent field.

- **Minimum 7 years** of professional video game development experience, with **strong proficiency in C++**.

- Experience on at least one AAA multiplayer game.

## **What You Should Submit:**

Your resume showcasing your education, professional experience, technical skills, and shipped games.

## **About Us**

Ubisoft's teams consist of 19,000 people across more than 30 countries worldwide, united by a common mission: to enrich the lives of players through original and memorable gaming experiences. Their energy and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come.

Ubisoft is an equal opportunity employer and believes that diversity of origins and perspectives is essential to creating worlds that allow everyone to thrive and express themselves.

Working at Ubi MTL means enjoying a work environment that sparks creativity and fosters connection. We offer a collaborative space focused on professional advancement, learning opportunities, and well-being (our significant social benefits attest to this!).

If you are excited about taking on thrilling challenges, leveraging the latest technologies, and being part of the future of entertainment, join us to create the unknown.

**At Ubisoft, you are welcome as you are. We embrace diversity in all its forms. We are committed to fostering an inclusive and respectful work environment for all differences.**

**Please note** that we are committed to promoting a flexible work policy as we value interactions and collaboration among people. Our hybrid work model includes **a minimum of three days per week in the office** and two days working remotely. If you reside outside of Quebec or Canada, relocation will be necessary. If you need a work permit, your eligibility will depend on your education and relevant years of work experience, in accordance with government requirements.